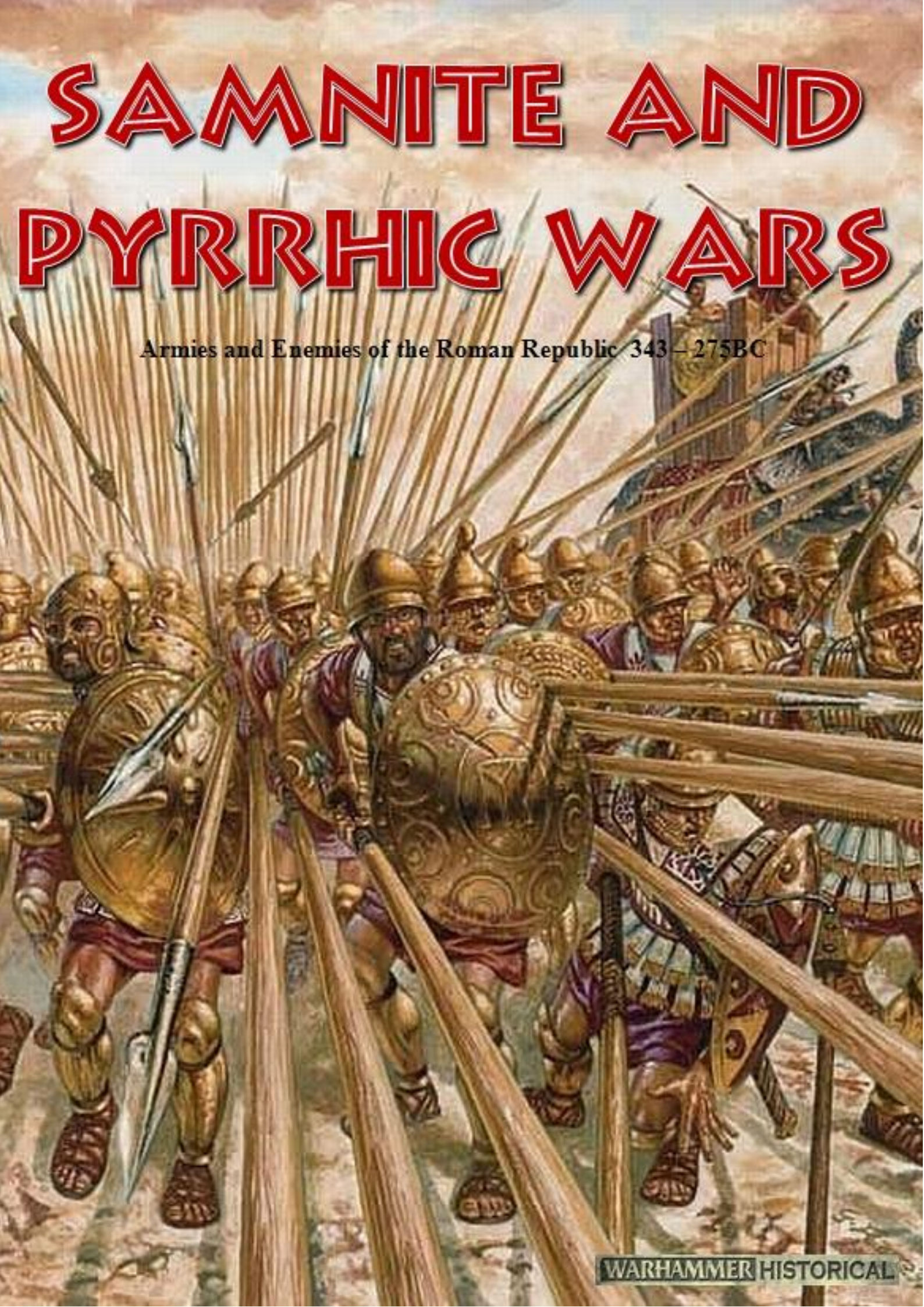
SAMNITE AND PYRRHIC WARS

Armies and Enemies of the Roman Republic 343 – 275BC



WARHAMMER HISTORICAL

WAB FORUM SUPPLEMENT

ROMAN REPUBLIC WARS 343 – 275BC

INTRODUCTION

SPECIAL RULES

ALLIES
Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject alllies have Ld-1 and cost one point less per model, the subject ally-general 130 points with Ld7 only.

CHARACTERS EQUIPMENT
Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

LIGHT BOLT THROWER (36pts)
(See rulesbook page 180)
Each machine has a two man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**-**
Thrower	**-**	**-**	**-**	**-**	**6**	**2**	**-**	**-**	**-**	**36**

Equipment: Hand weapon.
The crew may have light armour (+4).
Range 36", S4/-1 per rank, no save, D3 wounds per hit
Special Rules: *Bolt Thrower*

SUPERIOR BATTLE STANDARD
Some armies had a special army standard which can be fielded instead of the normal battle standard bearer for the same points if the size of the army is 3000 points or more. Such superior signs are based on a light chariot base (40x80mm), have a movement rate of 4" and cannot march or flee. Whenever they are attacked successfully they are automatically destroyed and the army has to make a panic test similar to the one in case of the generals death. As long as they are on the battlefield the radius of such battle standards is 18" and fleeing troops within 6" are rallying automatically.

UNITS
All units may have a leader, standard and musician for 5pts each.
All limits for units (like 0-1) are written for armies of 2000 points or less. If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

UNRULY
Onagers or asses were unreliable draft animals or mounts. Roll a d6 at the begin of each turn for an unruly unit. On a 1 the unit remains stationary that turn. Riders are too busy too shoot then too. On a 2-6 the unit move and act normally.

USED TO ELEPHANTS
As long as an army have access to elephants (not if only via allies) all models are *Used to Elephants*, which means infantry do not fear and elephants cause fear instead of terror for cavalry&chariotry.

WAGON TABOR
See WAB Errata for details:
http://warhammer-historical.com/PDF/WAB2%20Errata.pdf

WARHOUNDS
(See rulesbook page 188)

Warhounds are organised in special units consisting of a packmaster (+8) and up to six warhounds (+5 each). Any hits inflicted by missle weapons should be randomly devided between the packmaster and the hounds.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Packmaster	**5**	**4**	**4**	**3**	**3**	**1**	**4**	**1**	**6**	**8**
Warhound	**6**	**4**	**0**	**3**	**3**	**1**	**3**	**1**	**3**	**5**

Equipment: Packmaster may have javelins (+1) and light armour (+2)
Special Rules: *Warband, Skirmishers*

WAR WAGON
See WAB Errata for details
http://warhammer-historical.com/PDF/WAB2%20Errata.pdf
Some War Wagons may have two war machines with crew instead of 6 missle armed crew members (+80).

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WAB FORUM SUPPLEMENT

ROMAN REPUBLIC WARS 343 – 275BC

SAMNITE WARS

The **First**, **Second**, and **Third Samnite Wars**, between the early Roman Republic and the tribes of Samnium, extended over half a century, involving almost all the states of Italy, and ended in Roman domination of the Samnites. The Samnites, who held the Apennines to the southeast of Latium, were one of early Rome's most formidable rivals.

First Samnite War (343 to 341 BC)

For centuries the Sabellian highlanders of the Apennines had struggled to force their way into the plains between the hills and the Mediterranean. But Etruscans and Latins had held them in check, and for the past hundred years the direction of their expansion had been not on Latium but east and south-east. They had begun to stream into Campania where they had become accustomed to a more civilized life, and in turn had become less warlike and ill-fitted to cope with their kinsmen of the hills. In the middle of the fourth century, the most powerful group of the highlanders, the confederated Samnites, were swarming down upon their civilized precursors in Campania. Farther east and south, Lucanians and Bruttians were pressing upon the Greek colonies of Magna Graecia. The Samnite warrior-herdsmen from nearby hills wished to use the grasslands of the plains for their animals — lands that the plains people had fenced. The Greeks were appealing for help to Epirus; those on the plains — the Campanians — appealed to Rome and Rome came to their rescue. Roman envoys went to leaders among the hill people for discussions and were rudely treated. War between Rome and the Samnite hill people followed.

The First Samnite War was brief. It was marked by Roman victories in the field and by a mutiny on the part of the soldiery, which was suppressed by the sympathetic common sense of the distinguished dictator Marcus Valerius Corvus, who was said to have vanquished a Gallic champion in single combat in his youth. The war lasted two years, ending in 341 with Rome triumphant and the Samnites willing to make peace.

The war was ended by a hasty peace as the Romans deserted the Campanians, to put down a revolt by their Latin allies. The members of the Latin League had been forced into the Samnite War without their consultation, and they resented their dependence on Rome.

Despite its brevity the First Samnite War resulted in Roman acquisition of the rich land of Campania with its capital of Capua. Roman historians modeled their description of the war's beginning on the Greek historian Thucydides' account of the outbreak of the Peloponnesian War between Athens and Sparta. Nevertheless, they were probably correct in stating that the Campanians, when fighting over the town of Capua with the Samnites, allied themselves with Rome in order to utilize its might to settle the quarrel. If so, this may have been the first of many instances in which Rome went to war after being invited into an alliance by a weaker state already at war. Once invited in, Rome usually absorbed the allied state after defeating its adversary. In any event, Campania now somehow became firmly attached to Rome; it may have been granted Roman citizenship without the right to vote in Rome (*civitas sine suffragio*). Campania was a major addition to Rome's strength and manpower.[1]

Second (or Great) Samnite War (326 to 304 BC)

In 327, war broke out again between Samnite hill people and those on Campania's plain. The Samnites established a garrison in Naples — a city inhabited by Greeks. Again people of the plain sought Rome's assistance, and again Rome went to war against the Samnites.

The Romans soon confronted the Samnites in the middle of the Liris river valley, sparking the **Second**, or **Great, Samnite War** (326-304 BC), which lasted twenty years and was not a defensive venture for Rome. During the first half of the war Rome suffered serious defeats, but the second half saw Rome's recovery, reorganization, and ultimate victory.

At first the Roman armies were so successful that in 321 BC the Samnites sued for peace. But the terms offered were so stringent that they were rejected and the war went on.

In the same year (321 BC) the two consuls, leading an invading force into Samnium, were trapped in a mountain pass known as the Caudine Forks where they could neither advance nor retreat, and after a desperate struggle would have been annihilated if they had not submitted to the humiliating terms imposed by the Samnite victor Gaius Pontius. The troops were disarmed and compelled to pass 'under the yoke', man by man, as a foe vanquished and disgraced. This ancient ritual was a form of subjugation by which the defeated had to bow and pass under a yoke used for oxen. (In this case it was a yoke made from Roman spears, as it was understood to be the greatest indignity to the Roman soldier to lose his spear).

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Six hundred Equites had to be handed over as hostages. Meanwhile the captive consuls pledged themselves to a five-year treaty on the most favourable terms for the Samnites. Later Roman historians, however, tried to deny this humiliation by inventing stories of Rome's rejection of the peace and its revenge upon the Samnites.

The war stalled for five years, and as Rome waited for the treaty to expire, it strengthened its military by increasing recruitment.

In 320 and 319, the Romans returned for revenge against the Samnites and defeated them in what the Roman historian Livy described as one of the greatest events in Roman history. In 315 BC, after the resumption of hostilities, Rome suffered a crushing defeat at Lautulae.

Until 314 BC, success seemed to flow with the Samnites. Campania was on the verge of deserting Rome. Peace was established between Rome and some Samnite towns. Then the tide turned in 311, when the Samnites were joined by Etruscan cities that had decided to join a showdown against Roman power. The intervention of the Etruscans in 311 BC came about as the forty years peace reached its end.

After the first shock the Romans continuously defeated both their enemies. The war became a contest for the dominance of much of Italy. Between 311 and 304, the Romans and their allies won a series of victories against both the Etruscans (310 at Perusia) and the Samnites. In 308 BC the Etruscans sued for peace which was granted on severe terms and in 304 BC the Samnites obtained peace on terms probably severe but not crushing. For assurance, the Romans demanded inspections, and peace was established between the Romans and Samnites that remained until 298.

Ancient sources state that Rome initially borrowed hoplite tactics (the use of the phalanx) from the Etruscans (used during the 6th or 5th century BC) but later adopted the manipular system of the Samnites, probably as a result of Samnite success at this time. The manipular formation resembled a checkerboard pattern, in which solid squares of soldiers were separated by empty square spaces. It was far more flexible than the solidly massed hoplite formation, allowing the army to maneuver better on rugged terrain. The system was retained throughout the republic and into the empire.

During these same years Rome organized a rudimentary navy, constructed its first military roads (construction of the Via Appia was begun in 312 BC and of the Via Valeria in 306), and increased the size of its annual military levy as seen from the increase of annually elected military tribunes from 6 to 16.

During the period 334–295 BC, Rome founded 13 colonies against the Samnites and created six new rustic tribes in annexed territory. During the last years of the war, the Romans also extended their power into northern Etruria and Umbria. Several successful campaigns forced the cities in these areas to become Rome's allies.

Third Samnite War (298 to 290 BC)

During the interwar years the Roman Republic continued to expand its power into central Italy. The Aequi were crushed in a short campaign in 304 BC. The neighbouring tribes of the Abruzzi, the Marsi, Paeligni, Marrucini and the Frentani, concluded permanent treaties of alliance with Rome that same year and the Vestini in 302. Rome consolidated these gains by founding colonies at Sora, Alba Fucens, and Carseoli. Hostilities with the Estruscans resumed in 302 and in 299 Rome captured the Umbrian town of Nequinum such that by the outbreak of the Third Samnite War in 298 the Romans were again fighting on multiple fronts. The Third Samnite War represents the first attempt by the people of Italy to unite against Rome as the Samnites joined forces with the Etruscans, Umbrians and Gauls to the north.

In 298 the Romans elected as consuls L. Cornelius Scipio Barbatus and Cn. Fulvius Maximus Centumalus. The sarcophagus of the former has been preserved and is inscribed with an epitaph claiming that he *captured Taurasia and Cisauna in Samnium, subdued all Lucania and brought back hostages*.[3] The inscription does not state in which year these events took place, but is most likely to refer to Scipio's exploits during his consulship, the pinnacle of his political career. The dating of the inscription is disputed, with estimates ranging from the middle third of the third century to the early second. However even if the youngest date is correct, the inscription is still the oldest surviving testimony of the Samnite wars while an earlier date is no guarantee against distortion.

According to Livy and Dionysius of Halicarnassus the war originated with a Samnite attack on the Lucanians. Unable to resist, the Lucanians send ambassadors and hostages to Rome to plead for an alliance. The Romans decided to accept the alliance offer and sent fetials to insist the Samnites evacuate Lucania, they refused and the war began.[56] If it was Scipio who negotiated the treaty with the Lucanians and received the hostages, the later claim that he "subdued" them is a natural embellishment.[7] In Dionysius' opinion the true cause of the war was not Roman compassion for the wronged, but fear of the strength the Samnites would gain if they subdued the Lucanians.[8] Rome might well have deliberately sought a new war with Samnium by allying with her enemies.[9]

Livy writes that the consuls of 298 divided the military commands between them, Scipio receiving Etruria and Fulvius Samnium. Scipio then marched to Volaterrae where he fought an indecisive engagement with the Etruscans before retreating to Falerii where he set up camp and started ravaging the Etruscan countryside. Meanwhile Fulvius is said to have won a battle against the Samnites at Bovianum and then attacked and captured first Bovianum and later Aufidena. For his victories against the Samnites Fulvius celebrated a triumph.[10] Frontinus records three stratagems employed by one "Fulvius Nobilior" while fighting against the Samnites in Lucania.[11] The *cognomen* Nobilior is not otherwise recorded before 255, long after the Samnite wars were over. A plausible explanation is therefore that Nobilior is a mistake and the stratagems should be attributed to the consul of 298.[12] However, as mentioned above, Scipio's epitaph claims that it was he who fought the Samnites, and then not at Bovianum and

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Aufidena, but at Taurasia and Cisauna. Taurasia was most likely located in the Tammaro valley, the site of Cisauna is unknown.[4] The issue is further complicated by the Fasti Capitolini, according to which Fulvius triumphed against both the Samnites and the Etruscans.

Given these contradictions it is impossible to perfectly reconcile the available sources. Modern historians would like to place primacy in Scipio's epitaph as the oldest surviving source. Furthermore Livy's narrative is problematic, especially the supposed capture of Bovianum, one of the Samnites' principal towns, in the very first year of the war.[12] Over the years historians have proposed various alternative scenarios wherein one or both of the consuls campaigned against both the Samnites and Etruscans. In the end no definite conclusion can be made with the presently available evidence.

For 297 the Romans elected as consuls Q. Fabius Maximus Rullianus (consul for the 4th time) and P. Decius Mus (consul for the 3rd time). These two were among Rome's most experienced commanders and had been consuls together in 308. According to Livy the elections for 297 took place amid rumours that that Etruscans and Samnite were raising huge armies and that the Etruscans were blaming their leaders for not allying with the Gauls. The Romans therefore turned to Rullianus who declared that he would only accept election if P. Decius was elected as his colleague.[15] It is impossible to establish today whether Livy had any evidence for the existence of these rumours, or if they are just conjecture by Livy or his sources.

Livy is the only sources for the events of 297. He writes that envoys from Sutrium, Nepete and Falerii arrived in Rome with news that the Etruscans were suing for peace. Based on these news both consuls could march against the Samnites, Fabius advancing by way of Sora and Decius through the territory of the Sidicini. A Samnite army had hidden in a valley near Tifernum, but was discovered and defeated by Fabius in a pitched battle. Meanwhile Decius camped at Maleventum where he defeated an Apulian army before he too led his army into Samnium. The two consular armies then spent five months ravaging Samnium. Fabius also captured the city of Cimetra (otherwise unknown).[17] There are no major problems with Livy's account for 297, but no parallel sources survives to confirm it either. Fabius' route via Sora to Tifernum is convoluted, but not insurmountable. The appearance of an Apulian army at Maleventum is surprising since nothing is known of Apulian hostility to Rome since the conclusion of peace in 312. However the Apulians might have been divided in their alliance with Rome or have been provoked to war by Scipio's campaign the previous year. Decius' campaign fits within the larger pattern of Roman warfare in south-east Italy, he might even have wintered in Apulia. No triumphs are recorded in this year for either of the consuls, hence they are unlikely to have had any victories of great significance or made any deep inroads into Samnium.

When the Romans saw the Etruscans and Gauls in northern Italy joining the Samnites they were alarmed. The Romans had benefited from a lack of coordination among its enemies, but now Rome faced them all at once.

Some relief came with a victory over the Samnites in the south, but the crucial battle for Italy took place in 295 at Sentinum in Umbria, in Central Italy, where more troops were engaged than any previous battle in Italy. At first the Romans gave way before an attack by Gauls in chariots. Then the Romans rallied and crushed the Samnites and Gauls, the Romans benefiting from their self-discipline, the quality of their military legions, and their military leadership.

Nevertheless, the stubborn Samnites fought on until a final defeat in 291 BC made further resistance hopeless, and in the following year peace was made on more favourable terms for the Samnites than Rome would have granted any less dogged foe.

The Campanian cities, Italian or Greek, through which Rome had been involved in the Samnite wars, Capua and others, were now allies of Rome, with varying degrees of independence. Roman military colonies were settled in Campania as well as on the eastern outskirts of Samnium.

After Rome's great victory at Sentinum, the war slowly wound down, coming to an end in 282. Rome emerged dominating all of the Italian peninsula except for the Greek cities in Italy's extreme south and the Po valley — the Po valley still being a land occupied by Gauls.

Chronology

First Samnite War (344 to 341 BC)

- 343 BC - Start of the First Samnite War.
- 342 BC - Battle of Mount Gaurus.
- 341 BC - Rome withdraws from the conflict with the Samnites and enters the Latin War on the side of the Samnites.

Second (or Great) Samnite War (326 to 304 BC)

- (327 BC - Capture of Neapolis)
- 326 BC - Start of the Second Samnite War.
- 321 BC - Battle of the Caudine Forks.
- 320 BC - Destruction of Fregellae by the Samnites.
- 315 BC - Battle of Lautulae.
- 314 BC - Battle of Teracina - Roman victory under Fabius Rulianus.
- 311 BC - Etruscans join the Samnites against Rome.
- 310 BC - Battle of Lake Vadimo between Rome and the Etruscans.
- 308 BC - The war escalates when the Umbrians, Picentini, and Marsians join the war against Rome.
- 306 BC - The Hernici revolt against Rome (Livy ix. 42).
- 305 BC - Battle of Bovianum ends with Samnite defeat and the end of main Samnite resistance.
- 304 BC - Aequi defeated.

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- 304 BC - End of the Second Samnite War. Rome establishes many new colonies and gains control over much of central and southern Italy.

Third Samnite War (298 to 290 BC)

- 298 BC - Start of the Third Samnite War.
- 298 BC - Battle of Volterra
- 298 BC - The Romans capture the Samnite cities of Taurasia, Bovianum Vetus and Aufidena.
- 297 BC - Consul Fabius Maximus Rullianus defeats the Samnites near Tifernum (Liv. 10.14).
- 295 BC - Battle of Sentinum.
- 294 BC - Samnite victory at Luceria.
- 293 BC - Battle of Aquilonia.
- 291 BC - The Romans storm the Samnite city of Venusia.
- 290 BC - End of the third Samnite War.

Source: http://en.wikipedia.org/wiki/Samnite_Wars

PYRRHIC WARS

The **Pyrrhic War** (280–275 BC) was a complex series of battles and shifting political alliances among the Greeks (specifically Epirus, Macedonia, and the city states of Magna Graecia), Romans, the Italian peoples (primarily the Samnites and the Etruscans), and the Carthaginians[12]
The Pyrrhic War initially started as a minor conflict between Rome and the city of Tarentum over a naval treaty violation by one of the Roman consuls. Tarentum had, however, lent aid to the Greek ruler Pyrrhus of Epirus in his conflict with Corcyra, and requested military aid from Epirus. Pyrrhus honored his obligation to Tarentum and joined the complex series of conflicts involving Tarentum and the Romans, Samnites, Etruscans, and Thurii (as well as other cities of Magna Graecia). To further complicate historical analysis of the conflict, Pyrrhus also involved himself in the internal political conflicts of Sicily, as well as the Sicilian struggle against Carthaginian dominance.
Pyrrhus' involvement in the regional conflicts of Sicily reduced the Carthaginian influence there drastically. In Italy, his involvement seems to have been mostly ineffectual but had long term implications. The Pyrrhic war proved both that the states of ancient Greece had essentially become incapable of defending the independent colonies of Magna Graecia and that the Roman legions were capable of competing with the armies of the Hellenistic kingdoms — the dominant Mediterranean powers of the time. This opened the way for Roman dominance over the city states of Magna Graecia and advanced the Roman consolidation of power in Italy greatly. Rome's proven record in international military conflicts would also aid its resolve in its rivalry with Carthage, which was eventually to culminate in the Punic Wars.
Linguistically, the Pyrrhic War is the source of the expression "Pyrrhic victory," a term for a victory won at too high a cost. Its origin can be seen in Plutarch's description of Pyrrhus' reaction to the report of a victorious battle:
The two armies separated; and we are told that Pyrrhus said to one who was congratulating him on his victory, "If we are victorious in one more battle with the Romans, we shall be utterly ruined."
—[3]

Background

Map showing the location of the Etruscan civilization and the twelve Etruscan League cities, circa 500 BC.

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Etruscan influence had been reduced a great deal from this representation by the time of the Pyrrhic war.
By the time of the Pyrrhic War, the Italian peninsula had been undergoing a gradual consolidation under Roman hegemony for centuries. The Latin War (340–338 BC) had placed the Latium region under Roman dominance, if not outright control, and the resistance of the Samnites against Roman control was coming to an end with a few minor conflicts being the only remnants of the Samnite Wars (343–290 BC).
To the north of Roman-controlled Latium lay the Etruscan cities, and to the south of Roman-controlled Samnium lay the Greek city states of Magna Graecia: politically independent cities in southern Italia and Sicily, settled by Greek colonists in the 7th and 8th centuries BC (also the source of the Hellenization of Roman culture).
On the island of Sicily, conflict between the cities of Magna Graecia and the Carthaginian colonies, which had also been settled in the 7th and 8th centuries BC, was an ongoing concern.
The patchwork of Italian and Sicilian cultures and nations had resulted in an onging web of conflicts and territory changes, which many would argue had seen a steady expansion of Roman influence over Italy. Rome was, however, a "local Italian concern", never having tried its hand in the larger international affairs of the Mediterranean, nor pitted its military strength against any of the dominant Greek cultures. The Pyrrhic war would change both of these facts.

Tarentum asks for help
In 282 BC, Rome was called by the city of Thurii for military assistance in a dispute it had with another city. In response, Rome sent out a fleet of ships that entered the Bay of Tarentum. This act violated a longstanding treaty between it and the city of Tarentum, which forbade Rome from entering Tarentine waters. Enraged by what it considered a hostile aggression, the city attacked the fleet, sinking several ships and sending the rest away. Rome was shocked and angered by this incident and sent out diplomats to defuse the situation. However, negotiations turned sour, leading to a declaration of war against Tarentum.
Seeking reinforcements, Tarentum then turned to mainland Greece for military aid and called on the King of Epirus to help it defeat the Romans. Pyrrhus, hoping to build a vast empire, saw this opportunity as a good starting point and accepted.

Beginning
In 280 B.C. Pyrrhus landed with 25,000 troops, including a score of war elephants, in Italy. A Roman army of 50,000 led by Publius Laevinius was sent into the Lucanian territory, where the first battle took place near the city of Heraclea. During this battle, a wounded elephant made the other beasts panic, thereby ruining what would otherwise have been a complete victory for Pyrrhus. Casualty lists differ, ranging from 7,000 to 15,000 for the Romans and 4,000 to 13,000 for the Greeks.
This battle proved to be crucial in showing the stability of the Roman republic. Pyrrhus had expected the Italic tribes to rebel against the Romans and join him. However, by now the Romans had stabilized the area, and only a few Italics actually joined the Greeks.

Pyrrhus arrives in Italy with his Troops.

Battle of Asculum
In 279 B.C. Pyrrhus fought the second major battle of the war at Asculum. This one was of a much greater scale, taking two days in the hills of Apulia. The Roman general Publius Mus managed to use the terrain to reduce the effectiveness of the Greek cavalry and elephants. Thus the first day ended with a stalemate. The second day Pyrrhus made another attack with war elephants supported by infantry, which finally overwhelmed Mus's position. The Romans lost about 6,000 men while Pyrrhus' army suffered 3,500 casualties.
The battle still was not quite as glorious, and according to the Greek historian Plutarch, Pyrrhus said that "that one other such (victory) would utterly undo him." Thus, the phrase "Pyrrhic victory" entered the language.

Alliance with Carthage
Pyrrhus next offered to negotiate a truce with Rome, but Rome refused to talk as long as Pyrrhus remained on Italian soil. Appius Claudius, who built the Appian Way, now an old man and blind, exhorted the Romans to refuse negotiations with Pyrrhus, who was really only asking at this point for freedom for Tarentum and her allies.
Rome formed an alliance with Carthage against Pyrrhus. (A dozen years later, Rome's interests in the Mediterranean would come into conflict with those of Carthage, and they would be at war.) The terms of the third treaty with Carthage now concluded an effectual alliance between Rome and Carthage against Pyrrhus. The effect was to limit Pyrrhus' career in the west to aggression against the Greek states which he had nominally come to protect, for it destroyed his hopes of allying with either Rome or Carthage against the other. Carthage naturally thought otherwise and sent a squadron up to the Tiber mouth to offer help against Pyrrhus. The Italian dominion was not for him; he had come too late. If Carthage were the real enemy, as he learned from Agathocles of

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Syracuse, there was nothing to be gained by quarreling with Rome, too.

Sicilian campaign

Veterans of Agathocles, settled now at Messana, offered their help, but Campania and most of the south gave Pyrrhus no encouragement. Only Etruria thought the tide had turned against Rome, quickly to discover its mistake.

After two campaigns in which, though he always won battles, Pyrrhus was losing more men than he could afford, he moved on to Sicily (278 BC) to aid the Greeks there, who were being hard pressed by the Carthaginians. The Romans had little difficulty in dealing with his friends and rear guards on the Italian mainland.

The Carthaginians had not waited to be attacked. When Pyrrhus sailed for Sicily, they were besieging Syracuse, his necessary base, and looking for him with their fleet. He evaded their ships, however, and drove off their field army, captured the cities of Panormus and Eryx and refused their offer to surrender everything in Sicily except for Lilybaeum, which they direly needed if they sought to keep their hold on Sardinia.

All the while, his losses had been heavy and his reinforcements few. Tarentum was hard pressed by the Romans, and between them and the Carthaginian fleet he might have been trapped in Sicily. So in a desperate attempt he returned once more to Italy, to fight one more campaign.

Battle of Beneventum

In 275 BC, Pyrrhus was back in Italy. He faced the Romans at the town of Maleventum (translation: Bad Event) in southern Italy and was defeated. After the battle, the Romans renamed the town to Beneventum (Good Event) in recognition of their victory over Pyrrhus. He then retreated into Tarentum for the duration of the war. Pyrrhus soon left Italy forever and returned to the Greek mainland. He had lost two thirds of his army during the fighting and had little to show for his efforts. He was severely defeated, as the Romans had meanwhile learned how to deal with his spearmen and elephants. The Romans had learned that they could wound the elephants in the side using their pila, the short throwing spears that had come into use during the Samnite Wars. This would in turn panic the elephants, which became out of control and trampled their own troops. (This was more than sixty years before the famous campaign of Hannibal of Carthage in which he crossed the Alps with an army employing elephants.)

The tide having turned against him, Pyrrhus returned home. His parting words were memorable, *What a battlefield I am leaving for Carthage and Rome!* Leaving a sufficient force to garrison Tarentum, Pyrrhus now set sail for Epirus. He had scarcely embarked before Tarentum surrendered to the Romans (272 BC). Rome treated the defeated Tarentum leniently, allowing Tarentum the same local self-rule it allowed other cities. Tarentum in turn recognized Rome's hegemony in Italy and became another of Rome's allies, while a Roman garrison remained in Tarentum to ensure its loyalty. Other Greek cities and the Bruttian tribes with their valuable forest-country surrendered likewise, undertaking to supply Rome with ships and crews in future. Some Greek cities may still have seen themselves as mere allies of Rome.

Aftermath

Map showing Roman gains after the war.

The victory over Pyrrhus was a significant one as it was the defeat of a Greek army which fought in the tradition of Alexander the Great and was commanded by the most able commander of the time. In 272 BC Pyrrhus' life came to an end - one version is that, during a street battle in Argos, a woman threw a roof tile down upon his head. Stunned, he fell off his horse, allowing an Argive soldier to kill him easily.

After its defeat of Pyrrhus, Rome was recognized as a major power in the Mediterranean, as evidenced by the opening of a permanent embassy of amity by the Macedonian king of Egypt in Rome in 273 BC.

New Roman colonies were founded in the south to further secure the territory to Roman domination. In the north the last free Etruscan city, Volsinii, revolted and was destroyed in 264 BC. There, too, new colonies were founded to cement Roman rule. Rome was now mistress of all the peninsula from the Straits of Messina to the Apennine frontier with the Gauls along the Arnus and the Rubicon rivers.

Conflict chronology

281 BC

- The city of Tarentum helps Pyrrhus of Epirus regain control of Corcyra.
- Roman consul Publius Cornelius Dolabella mounts a 10-ship exploratory expedition along the southern coast of Italia.
- Philocharis of Tarentum views Cornelius' expedition as a violation of an ancient naval

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treaty, attacks the expedition, sinking 4 ships and capturing 1.
- Tarentum attacks the Roman garrison at Thurii, and defeats it, sacking the city.
- Rome dispatches an embassy to Tarentum, which is rejected and insulted by The Tarentines.
- The Roman senate declares war on Tarentum.
- Consul Lucius Aemilius Barbula ceases hostilities with the Samnites, and moves against Tarentum.
- The Tarentines call on Pyrrhus to protect them against the Romans; Pyrrhus is encouraged to go by an oracle from Delphi.
- Pyrrhus makes an alliance with Ptolemy Keraunos and gets help from Macedonia for his expedition to Italy.

280 BC
- Pyrrhus sends Cineas ahead to Tarentum.
- Pyrrhus sets sail for Italy.
- Pyrrhus arrives in Italy, bringing war elephants to back up his army.
- The Samnites join Pyrrhus.
- Pyrrhus offers to negotiate with the Romans.
- A Roman garrison is sent to Rhegium.
- Pyrrhus defeats the Romans at the Battle of Heraclea.
- Locri and other places desert from the Romans.
- Two new legions levied for consul Publius Valerius Laevinus are deployed against Pyrrhus, reinforced by the existing legions of consul Tiberius Coruncanius from Etruria.
- Pyrrhus advances on Rome, as far as Anagnia in Latium.
- Pyrrhus retires to Campania.
- Cineas arrives at Rome as the ambassador of Pyrrhus, and unsuccessfully attempts to win support with bribes.
- The senate rejects Pyrrhus' peace terms, after a speech by Ap. Claudius Caecus.
- Cineas returns to Pyrrhus, and calls the Roman senate "a parliament of kings".
- Gaius Fabricius Luscinus is sent on a mission to Pyrrhus to negotiate the release of Roman prisoners of war. Pyrrhus attempts to bribe Fabricius, and when he cannot, releases the prisoners without ransom.
- Pyrrhus invades Apulia, and is confronted by the Roman army.
- Pyrrhus defeats the Romans at the Battle of Asculum, but suffers heavy losses.
- Mago the Carthaginian admiral offers support to the Romans, and a further treaty is signed between Rome and Carthage.
- Mago visits the camp of Pyrrhus on his way back from Rome.

279 BC
- When Fabricius discovers a plot by Pyrrhus' doctor Nicias to poison him, he sends warning to Pyrrhus.
- The Roman garrison at Rhegium mutinies and seizes the town.
- The Sicilians send an embassy to Pyrrhus, asking him to help them against the Carthaginians. Pyrrhus agrees.
- The Mamertines make an alliance with the Carthaginians and try to stop Pyrrhus crossing to Sicily.
- Cineas goes to Rome again, but he is unable to negotiate peace terms.
- Pyrrhus leaves Italy and crosses over to Sicily.
- Pyrrhus arranges peace between Thoenon and his opponents at Syracuse.
- Embassies from many Sicilian cities come to Pyrrhus offering their support.
- Pyrrhus is proclaimed king of Sicily.
- Pyrrhus takes control of Acragas and thirty other cities which previously belonged to Sosistratus.
- Pyrrhus attacks the territory of the Carthaginians in Sicily.
- Pyrrhus captures Eryx
- The rest of the Carthaginian possessions in Sicily go over to Pyrrhus.
- Pyrrhus defeats the Mamertines.

278 BC
- Negotiations begin between Pyrrhus and the Carthaginians.
- Pyrrhus prepares to attack Lilybaeum.
- Pyrrhus has Thoenon of Syracuse killed on suspicion of treason, and his despotic behaviour makes him unpopular with the Sicilians.
- Pyrrhus abandons the siege of Lilybaeum.
- The Italians appeal to Pyrrhus to return to help them.
- Pyrrhus defeats the Carthaginians in a final battle.
- Pyrrhus leaves Sicily and returns to Italy; he is attacked and defeated by the Carthaginian fleet en route.
- Manius Curius Dentatus enlists an army to fight against Pyrrhus.
- Pyrrhus sacks the town of Locri, together with the temple of Persephone.
- Pyrrhus' fleet is caught in a storm after leaving Locri.
- Pyrrhus asks Antigonus of Macedon for aid to continue the war in Italy.
- Hiero, general of Syracuse, makes an alliance with Pyrrhus.
- Pyrrhus attempts to raise recruits in Samnium.
- The Romans defeat Pyrrhus at the Battle of Beneventum.
- Pyrrhus punishes some of the Tarentines for treachery.
- Pyrrhus leaves Italy; the end of the war between Rome and Pyrrhus.

Source: http://en.wikipedia.org/wiki/Pyrrhic_War

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WAB FORUM SUPPLEMENT

ROMAN REPUBLIC WARS 343 – 275BC

ARMY LISTS

I/36. ITALIAN HILL TRIBES 1000-290BC

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8)

CAVALRY

0-1 CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have thrusting spear (+2) and shield (+2)

INFANTRY

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear, shield
Only Hernici: May be upgraded (+4, WS4 and Ld6)
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have javelins&buckler instead of sling (free)
Special Rules: *Skirmishers*

ALLIES

Latin Allies: Latin, Early Roman, Etruscan, Umbrian List (I/55)

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WAB FORUM SUPPLEMENT

ROMAN REPUBLIC WARS 343 – 275BC

I/55. LATIN, EARLY ROME/ETRUSCAN/UMBRIAN 650-338BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 15%
INFANTRY: At least 65%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May have a horse (+8, M). Only before 400BC: May ride a two-horse chariot bought at additional cost.
Only if Latin after 400BC: General may be upgraded to Ld10 (+50).

CAVALRY&CHARIOTS

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2).

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
May have thrusting spear (+5)
Special Rules: *Light Chariots,* Only Etruscans

INFANTRY

HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	8

Equipment: Thrusting Spear, hand weapon, shield
May have light armour (+2)
Special Rules: *Early Phalanx,* Not for Latin after 400BC

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)
Only Umbrian: May have double-handed weapon instead of spear (free)
Special Rules: Not for Latin after 400BC

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow (+1) instead of sling
Special Rules: *Skirmishers*

AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	4	3	3	3	1	3	1	7	7

Equipment: Hand weapon
May have light armour (+2) and shield (+1)
Special Rules: Only Etruscans

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	2	3	3	1	3	1	5	4

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

LEVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Leves	4	2	2	3	3	1	3	1	6	6

Equipment: Thowing spear, javelins and buckler
Special Rules: *Skirmishers,* Only Latin after 400BC

HASTATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hastati	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have light armour (+2), heavy throwing spear (+2) and large shield (+2)
Special Rules: Only Latin after 400BC

PRINCEPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Princeps	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, thrusting spear
May have light armour (+2), heavy throwing spear (+4) and large shield (+2). May be *Drilled* (+2), *Veterans* (+2)
Special Rules: Only Latin after 400BC

TRIARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Triarii	4	4	3	3	3	1	5	1	8	13

Equipment: Hand weapon, thrusting spear, light armour
May have large shield (+2)
May be *Drilled* (+2), *Veterans* (+2) and *Stubborn* (+2)
Special Rules: Only Latin after 400BC

ALLIES

Only Latin after 506BC: Italiot Allies, I/52
Only Latin after 506BC: Volsci Allies, I/36
Only Latin after 400BC: Campanian Allies, II/8
Only Latin after 400BC: Syracusan Allies, II/9
Only Latin in 360BC: Gallic Allies, II/11

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WAB FORUM SUPPLEMENT

ROMAN REPUBLIC WARS 343 – 275BC

I/57. ETRUSCAN LEAGUE 600-280BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May have a horse (+8, M). Before 500BC: General may ride in a two- or four-horse chariot bought at additional cost.

CAVALRY&CHARIOTS

RAIDING LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins
May have shield (+2).
Special Rules: *Light Cavalry*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2).

IRREGULAR CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, bow, shield, light armour
May have thrusting spear (+5)
Special Rules: *Light Chariots*, Only before 500BC

INFANTRY

HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	4	3	3	3	1	3	1	7	10

Equipment: Thrusting Spear, hand weapon, shield
May have light armour (+2)
0-1 May be upgraded to Devoted (+2, Ld8)
Only after 400BC: May have heavy throwing spear instead of throwing spear (+4)
Special Rules: *Early Phalanx*

2nd AND 3rd CLASS SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)

0-1 AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	4	3	3	3	1	4	1	8	10

Equipment: Hand weapon, light armour
May have shield (+1). May be *Stubborn* (+2) and *Veterans* (+2)

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling. May have bow (+1) instead of sling
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

PEASANT MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon.
May have shield (+1)
Special Rules: *Levy*

CARTHAGINIAN MARINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Marine	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon
May have light armour (+2) and shield (+1)
Special Rules: Only from 550-450BC

0-1 FANATIC PRIESTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Priest	4	2	2	3	3	1	3	1	5	5

Equipment: Hand weapon.
May have shield (+1)
Special Rules: *Warband, Hatred*, Only after 400BC

ALLIES

Italiot Allies, I/52 or II/5
Sabine Allies, I/36
Umbrian Allies, I/55
Samnite Allies, II/13
Gallic Allies, II/11
Only before 500BC: Latin Allies, I/55
From 506-500BC: Tullian Roman Allies, I/59

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II/8. CAMPANIAN,APULIAN, LUCANIAN, BRUTTIAN (420-203BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 15%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have shield (+2), light armour (+2) and throwing spear (+2)

INFANTRY

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Only Campanians: Downgrade to WS2 (-1)
Only Campanians from 275BC: May have thrusting spear (+1) and than may have WS4 and Ld7 (+3)
Only Lucanians: may upgrade to WS4 and Ld7 (+3)
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	9

Equipment: Thrusting Spear, hand weapon, large shield.
May have light armour (+2)
Special Rules: *Phalanx*, Only Campanians

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*, Only Bruttians

ALLIES

Only Campanians: Samnite Allies, II/13
Only Lucanians: Bruttian Allies, II/8
Only Lucanians: Camillan Roman Allies, II/10
Only Bruttians: Lucanian Allies, II/8
Only Bruttians in 215BC: Later carthaginian Allies, II/32

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WAB FORUM SUPPLEMENT

ROMAN REPUBLIC WARS 343 – 275BC

II/9. SYRACUSAN (420-203BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

0-1 GREEK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins
May have thrusting spear (+2), light armour (+2)
Special Rules: *Light Cavalry*

0-1 CAMPANIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have shield (+2), light armour (+2) and thrusting sopear (+2)

INFANTRY

0-1 GUARD INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	3	1	8	14

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1). May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

GREEK MERCENARY HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	4	3	3	3	1	3	1	7	14

Equipment: Thrusting Spear, hand weapon, large shield
May have light armour (+2)
Special Rules: *Phalanx*

SYRACUSAN AND ALLIED HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	10

Equipment: Thrusting Spear, hand weapon, large shield
May have light armour (+2)
Special Rules: *Phalanx*

MERCENARY PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler
Only after 275BC: May be upgraded to WS4 and Ld7 (+4)
Special Rules: *Light Infantry*

CAMPANIAN OR SAMNITE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, javelins and shield
Special Rules: *Light Infantry*

GAULS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gaul	4	4	3	3	3	1	4	1	6	10

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2)
Special Rules: *Warband*

LIGURIAN OR SIKELS FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and shield

SPANIARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, throwing spear, shield.
May have light armour (+2)

ARCHERS AND SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

0-2 LIGHT BOLT THROWER
Special Rules: Only after 399BC

CAMP FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	3	3

Equipment: Hand weapon
Special Rules: *Levy*, Only Agathokles in Africa from 310-307BC

ALLIES

Only Agathokles in Africa from 310-307BC: Numidian Allies, II/40
Only Agathokles in Africa from 310-307BC: Libyan Allies, I/7
Only Agathokles in Africa from 310-307BC: Kyrenean Greek Allies, I/56
Only after 265BC: Later carthaginian Allies, II/32

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WAB FORUM SUPPLEMENT

ROMAN REPUBLIC WARS 343 – 275BC

II/10. CAMILLAN ROMAN (400-275BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

0-1 ROMAN AND ITALIAN ALLY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have shield (+2), light armour (+2) and throwing spear (+2)

INFANTRY

LEVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Leves	4	2	2	3	3	1	3	1	5	3

Equipment: Javelins and buckler
Special Rules: *Skirmishers*

HASTATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hastati	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have light armour (+2), heavy throwing spear (+2) and large shield (+2). May be *Drilled* (+2)

PRINCEPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Princeps	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, thrusting spear
May have light armour (+2), heavy throwing spear (+4) and large shield (+2). May be *Drilled* (+2) and *Veterans* (+2).

TRIARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Triarii	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, thrusting spear, light armour
May have large shield (+2).
May be *Veterans* (+2), Drilled (+2) and Stubborn (+2)

NON –LATIN ITALIAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and shield
May have throwing spear instead of javelins (+2) and large shield (+2)

RORARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Rorarii	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear
May have large shield (+2).

ALLIES

Only in 340BC: Samnite Allies, II/13

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WAB FORUM SUPPLEMENT

ROMAN REPUBLIC WARS 343 – 275BC

II/11. GALLIC (400-50BC)

CHARACTERS: Up to 25%
CHARIOTS&CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: *Warband*. General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a chariot bought at additional cost.

CHARIOTS&CAVALRY

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, shield, light armour
Special Rules: *Light Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have shield (+2), light armour (+2) and thrusting spear (+2)

INFANTRY

0-1 FOOT GENERALS SOLDURII BODYGUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	6	11

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1).
Special Rules: *Warband*

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Mixed weapons
May have shield (+1)
Special Rules: *Warband*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	5	5

Equipment: Javelins and buckler
Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

ELDERLY, SLAVES, WOMEN, CHILDREN AND UNWILLING

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	3	3

Equipment: Hand weapon
Special Rules: *Levy*

0-1 WAGON TABOR

NAKED GAESATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gaesati	4	4	3	3	3	1	4	1	6	11

Equipment: Mixed weapons
May have light armour (+2)
Special Rules: *Warband*, *Hatred*, Only before 200BC

ALLIES

Only Arverni and Sequani from 71-61BC: Early German Allies, II/47
Only Aquitanians in 56BC: Iberian Allies, II/39

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ROMAN REPUBLIC WARS 343 – 275BC

II/13. SAMNITE (355-272BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

0-1 CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have shield (+2), light armour (+2) and throwing spear (+2)
Special Rules: *Light Cavalry*

INFANTRY

SUPERIOR INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield
May have javelins (+1), thrusting spear (+2), light armour (+2) and large shield (+2)

INFERIOR INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, shield
May have javelins (+1), thrusting spear (+1), light armour (+2) and large shield (+2)
Special Rules: *Light Infantry*

ALLIES

Camillan Roman Allies, II/10
Campanian Allies, II/8
Apulian Allies, II/8
Volsi and Hernici Allies, I/36
Etruscan Allies, I/57
Umbrian Allies, I/55
Gallic Allies, II/11

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WAB FORUM SUPPLEMENT

ROMAN REPUBLIC WARS 343 – 275BC

II/27. PYRRHIC (300-272BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

EPEIROT AND MACEDONIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, xyston, light armour
Special Rules: *Wedge*

THESSALIAN, OSCAN OR GREEK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour
May have thrusting spear (+2)
Special Rules: *Wedge*

AITOLIAN, ACARNANIAN AND ATHAMANIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

TARENTINE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only in Italy from 280-275BC

INFANTRY

EPEIROT OR MACEDONIAN PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	9

Equipment: Pike, hand weapon
May have light armour (+2) and shield (+1)
Only in Italy from 280-275BC: Downgrade to Ld6 (-1)
Special Rules: *Macedonian Phalanx*

ITALIOTE OR GREEK HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	9

Equipment: Thrusting Spear, hand weapon, large shield
May have light armour (+2)
Special Rules: *Phalanx*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins.
May have shield (+1)
Special Rules: *Skirmishers*

OSCAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Oscan	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, javelins.
May have shield (+1) and light armour (+2)
Special Rules: *Light Infantry*

GALATIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galatian	4	4	3	3	3	1	4	1	6	10

Equipment: Hand weapon
May have light armour (+2) and shield (+1).
Special Rules: *Warband*, Only after 275BC

SPECIAL

0-2 AFRICAN ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	6	5	5	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*, Only after 280BC

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Battle of Sentinum

The **Battle of Sentinum** (295 BC) was the decisive battle of the Third Samnite War, fought in 295 BC near *Sentinum* (next to Sassoferrato, modern central-eastern Italy), in which the Romans were able to overcome a formidable coalition of Samnites, Etruscans, Umbrians, and their Gallic allies. The result was a decisive victory for Rome, allowing it to unify Central Italy.

The Romans were commanded by consuls Publius Decius Mus and Fabius Maximus Rullianus, and amounted to about 40,000 men: 4 legions, a strong contingent of Roman cavalry, 1,000 elite cavalry men from Campania, 4 allied and Latin legions and a strong contingent of allied and Latin cavalry. Their opponents were Samnites and Gauls, since the Etruscans and the Umbrians had returned to their territories to defend them from another small Roman army.

Following their defeat at the battle of Tifernum, the Samnites realised that they could not defeat Rome alone and so persuaded the Etruscans, Senones Gauls and Umbrians to join a coalition to finally stop the growing Roman dominance over Italy. The Roman attempt to prevent the Samnites marching north to link up with the Gauls was defeated near Camerinium[1] The combined army of 80,000 men far outnumbered the 40,000 men in the Roman one, commanded once again by the consuls Fabius Rullianus and Decius Mus and including an elite force of 1,000 Campanian cavalry. The Romans sent a small garrison to raid Etruria and Umbria: this had the desired effect of drawing these contingents away to protect their homeland. With the Samnite/Senones army now down to 50,000 troops the Romans offered battle.

The two armies arrived at the Plain of Sentinum but waited for two days to battle each other. Finally, unable to control the eagerness of their troops, the Romans attacked. Fabius faced the Samnites; Publius Decius was opposite the Gauls. The Roman line initially buckled under the Gauls' chariots. Mus charged into the Gauls anyway. Although he was slain, Mus' charge inspired his men and they restored the Roman line. Fabius routed the Samnites and then outflanked the Gauls to win the battle.

The battle opened with a ferocious attack by the Gauls on the Romans under Publius Decius Mus. Publius Decius Mus responded with a cavalry charge which, although initially effective, was defeated by the Gallic chariots. With his army collapsing it is said that, like his father at the Battle of Veseris, Mus rode into the Gallic horde and died committing the Act of Devotio. This was enough to rally his men, and with Rullianus having driven off the Samnites on his half of the battlefield, Rullianus was able to commit his Triarii, Campanian Knights and part of the III Legion, under the Tribune Lucius Cornelius Scipio, into the flank of the Gauls. This was too much for the Gauls and they joined the Samnites in headlong retreat. Only 12,000 Samnites and Gauls escaped the slaughter in which 8,000 Romans and 25,000 Gauls and Samnites were killed.

After a further series of defeats, the Samnites finally accepted Roman dominance in 290 BC. They would rise once more to join the campaigns of Pyrrhus on behalf of the Greeks of southern Italy, but with his defeat all the peoples of Italy were absorbed into the Roman commonwealth.

Source: http://en.wikipedia.org/wiki/Battle_of_Sentinum

Battle of Heraclea

The **Battle of Heraclea** took place in 280 BC between the Romans under the command of Consul Publius Valerius Laevinus and the combined forces of Greeks from Epirus, Tarentum, Thurii, Metapontum, and Heraclea under the command of King Pyrrhus of Epirus.

Background

Tarentum was a Greek colony, part of Magna Graecia. The members of the leading faction in Tarentum, the democrats under Philocharis or Ainesias, were against Rome, because they knew that if the Romans entered Taranto the Greeks would lose their independence. The Greeks in Tarentum had grown afraid of Roman expansion after the Third Samnite War. After the surrender of the Samnites in 290 BC, the Romans founded many colonies in Apulia and Lucania, the most important of which was Venusia. In 282 BC, after a battle against the Samnites, Lucanians, Bruttians and Thurii, Roman troops entered the Italian Greek colonies of Croton, Lokroi, and Rhegium. Democrats from Tarentum knew that as soon as Rome finished its war with the Gauls, Lucanians, Etruscans, Samnites, and Bruttians, they would enter Tarentum. Another event that concerned the Tarentines was that the aristocratic faction of Thurii that had taken power had invited a Roman garrison into their city; the Tarentines,

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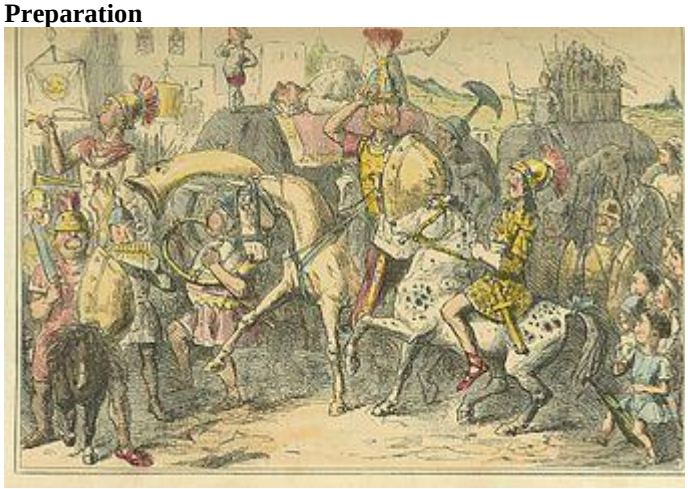
who had been the referents of all the Magna Graecia colonies, were deeply worried about this fact.
The second faction in Tarentum were the aristocrats, led by Agis, who did not oppose surrendering to Rome, as it would lead to the return of the aristocratic faction to power. The aristocrats, however, could not surrender directly and become unpopular with the population. In the autumn of 282 BC, Tarentum celebrated their festival of Dionysus; while in their theatre in front of sea, they saw ten Roman ships, with soldiers and supplies for the Roman garrison of Thurii, entering the Gulf of Taranto.[1] The Tarentines were angry, because the Romans had signed an agreement not to sail into the Gulf of Taranto, and they prepared their navy to attack the Roman ships. A few of the ships were sunk, and one was captured.
The Tarentines knew that they had few chances of victory against Rome. They decided to call for help Pyrrhus, King of Epirus. The army and fleet of Taranto moved to Thurii and helped the democrats there exile the aristocrats. The Roman garrison placed in Thurii withdrew.
The Romans sent a diplomatic mission to settle the matter and take back the prisoners but the negotiations ended abruptly, so Rome declared war on Tarentum. In 281 BC, Roman legions under the command of Lucius Aemilius Barbula entered Tarentum and plundered it. Tarentum, with Samnite and Salentinian reinforcements, then lost a battle against the Romans. After the battle the Greeks chose Agis to sign a truce and begin diplomatic talks. These talks were also broken off when 3,000 soldiers from Epirus under the command of Milon entered the town. The Roman consul withdrew and suffered losses from attacks by the Greek ships.
Pyrrhus decided to help Tarentum because he was in debt to them — they had earlier helped him conquer the island of Corcyra. He also knew that he could count on help from the Samnites, Lucanians, Bruttians, and some Illyrian tribes. His ultimate goal was to re-conquer Macedon he had lost in 285 BC, but did not have enough money to recruit soldiers. He planned to help Tarentum, then go to Sicily and attack Carthage. After winning a war against Carthage and capturing south Italy he would have enough money to organise a strong army and capture Macedon.

Preparation



Pyrrhus arrives in Italy with his Troup.

Before he left Epirus, Pyrrhus formed an alliance and borrowed soldiers and money from the pretender to the Macedonian throne, Ptolemy Keraunos. His long time friend and ally Ptolemy II Philadelphus, king of Ptolemaic Egypt, also promised to send 9,000 soldiers and 50 war elephants. He also recruited horsemen from Thessaly and archers from Rhodes — as their rulers wanted to avoid a war with Epirus. In the spring of 280 BC Pyrrhus landed without losses in Italy.
After hearing of Pyrrhus' arrival in Italy the Romans mobilized eight legions with auxiliares, totalling about 80,000 soldiers. They divided it into four armies:

- One army under the command of Barbula, with orders to distract the Samnites and Lucanians so they could not join Pyrrhus' army. They were placed in Venusia.
- A second army left behind to secure Rome.
- A third army under the command of consul Tiberius Coruncanius marched against Etruscans, to avoid an alliance between them and Pyrrhus.
- A fourth army under the command of Publius Valerius Laevinus marched to Tarentum. They also plundered Lucania.

Publius Laevinus moved towards Heraclea, a city founded by the Tarentines, with the intention of cutting Pyrrhus from the Greek colonies of Calabria, thus avoiding their uprising against Rome.

Battle

Pyrrhus did not march against the Romans while he was waiting for his allies' reinforcements. When he understood that reinforcements were not coming, he decided to fight the Romans on a plain near the river Siris (modern Sinni), between Pandosia and Heraclea. Pyrrhus took up position there and waited. Before the fight he sent diplomats to the Roman consul, proposing that he could arbitrate the conflicts between Rome and the population of south Italy. He promised that his allies recognised him as a judge and demanded the same from the Romans. The Romans denied his request, and entered the plains on the right of the Siris river where they set up camp.
It is unknown how many troops Pyrrhus had left in Tarentum, but he probably had about 25-35,000 troops with him at Heraclea. He took up position on left bank of the Siris, hoping that the Romans would have difficulty crossing the river, which would allow him more time to prepare his attack. He set up some light infantry units near the river to let him know when the Romans began to cross, and planned first to attack them with his cavalry and elephants. Valerius Laevinus had about 30,000 soldiers under his command, including many cavalry, peltasts, and spearmen. It would be the first time in history that two very different juggernauts of war clashed: the Roman Legion, and the Macedonian Phalanx.
At dawn, the Romans started to cross the river Siris. The Roman cavalry attacked on the flanks the scouts and light infantry, who were forced to flee.
When Pyrrhus learned that the Romans had begun crossing the river he led his Macedonian and Thessalian cavalry to

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attack the Roman cavalry. His infantry, with peltasts and archers and heavy infantry, began their march as well. The Epirote cavalry successfully disrupted the Roman battle formation, and then withdrew. Pyrrhus' peltasts and archers began to fire and his phalanxes began to attack. The infantry line was near equal to the Romans' in length. Although Pyrrhus had a small advantage in number, the phalanx was by design deeper than the legion.

The phalanxes made seven attacks, but failed to pierce the legion. It had met a foe that was stronger than it had ever encountered. The Romans made seven attacks, yet it could not break the phalanx. The battle hung in the air. At one point, the battle became so pitched that Pyrrhus -- realizing that if he were to fall in combat, his soldiers would lose heart and reason -- switched armor with one of his bodyguards. This bodyguard was subsequently killed, and word spread through the ranks that the Pyrrhus had fallen. His force began to waver, and the Romans gave a thunderous cheer at the turn of events. Grasping the magnitude of the situation, Pyrrhus rode forward, bare-headed, along the lines of his men to show he was still living. This show of bravery strengthened their resolve, and the battle raged on.

Unable to make any significant gains in action, Pyrrhus deployed his elephants, held in reserve until now. The Roman cavalry was threatening his flank too strongly. Aghast at the sight of these strange and brooding creatures which none had seen before, the horses galloped away and threw the Roman legion into rout. Pyrrhus then launched his Thessalian cavalry among the disorganized legions, which completed the Romans' defeat. The Romans fell back across the river and Pyrrhus held the field.

In the opinion of Dionysius the Romans lost 15,000 soldiers and had thousands taken prisoner; Hieronymus states 7,000. Dionysius totalled Pyrrhus' losses at around 11,000 soldiers, 3,000 according to Hieronymus. In any rate this could be considered the earliest of his Pyrrhic victories against Rome.

Order of battle

This is a possible order of battle for Heraclea.

Epirus and Tarentum

Commander: Pyrrhus

- 3,000 hypaspists under Milon command
- 20,000 phalangites, Epirotes including 5,000 Macedonian soldiers given by Ptolemy
- 6,000 Tarentine levy hoplites
- 4,000 horsemen, including the Thessalian contingent and 1,000 Tarentine horsemen
- 2,000 archers
- 500 Rhodian slingers
- 20 war elephants with towers holding troops.

Roman Republic

Commander: Publius Valerius Laevinus

- 20,000 Roman legionaries, in four legions
- 16,800 allied legionaries, in four legions
- 2,400 light infantry, Bruttians and Campanians
- 1,200 Roman horsemen
- 3,600 allied horsemen
- 1,200 light horsemen from Southern Italian allies

Some of these were probably guarding the camp, thus not fighting the battle.

Aftermath

After the battle reinforcements from south Italy joined Pyrrhus. The Greeks of Rhegium who wanted to join him were massacred by Roman soldiers under the command of Decius Vibelius, who was proclaimed as ruler of the town. Pyrrhus then began to march into Etruria. He captured many small towns in Campania, and his forces plundered Latium. His march was stopped in Anagni, two days from Rome, when he met another Roman army under Corunciatus. Pyrrhus was afraid that he did not have enough soldiers to fight, and knew Laevinus and Barbula were probably marching behind him. Instead he withdrew and the Romans did not follow him.

ARMY LIST SAMPLES

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ROMAN REPUBLIC WARS 343 – 275BC

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ROMAN REPUBLIC WARS 343 – 275BC

BATTLE REPORT

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